

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims**

1. (Currently Amended) A gaming machine comprising:  
a video display device coupled to a main cabinet of the gaming machine;  
a master gaming controller that controls one or more games played on the gaming machine and presents a game outcome presentation on said video display device;  
at least one input device for selecting an entertainment content source; and  
at least one output device configured to output entertainment content from the selected entertainment content source,  
wherein the video display device ~~can be~~ is adapted for being split into a plurality of  
~~windows for allowing a simultaneous display of at least the game outcome presentation in a first~~  
window of the video display and video-formatted entertainment content in a second window of the video display device.
2. (Original) The gaming machine of claim 1, wherein the output device includes at least one of a sound projection device, a monitor, an LCD, a fluorescent display, a pair of headphones, or a head-mounted video display.
3. (Original) The gaming machine of claim 1, wherein the entertainment content source includes at least one of a CD player, an FM/AM tuner, a VHS player, a DVD player, a TV tuner, a musical jukebox, a video jukebox, a computer, a server, or a media software application.
4. (Original) The gaming machine claim 3, wherein the media software application is selected from a group consisting of an audio player, an image viewer, a movie player or a web browser.
5. (Original) The gaming machine of claim 1, wherein the input device includes at least one of a key pad, a touch screen, a mouse, a joystick and input button and a track ball.

6. (Original)The gaming machine of claim 1, wherein the entertainment content includes at least an advertisement, news, stock quotes, electronic mail, a web page, a message service, a locator service and a hotel/casino service, a movie, a musical selection or a broadcast event.

7. (Original)The gaming machine of claim 1, wherein the game includes at least a video slot game, a mechanical slot game, a pachinko game, a video poker game or a keno game.

8. (Original)The gaming machine of claim 1, further comprising a first communication interface wherein the first communication interface allows the gaming machine to communicate with an entertainment content source located outside of the gaming machine.

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9. (Original)The gaming machine of claim 8, further comprising a firewall that limits access to the gaming machine via the first communication interface.

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10. (Original)The gaming machine of claim 1, wherein the entertainment content is initiated when a game play is initiated on the gaming machine.

11. (Original)The gaming machine of claim 1, wherein access to the entertainment content is time dependent upon an indicia of credit amount, a wager amount, or a game playing history.

12. (Original)The gaming machine of claim 1, wherein the entertainment content is provided according to a player information profile.

13. (Original)The gaming machine of claim 1, further comprising a second communication interface allowing the gaming machine to communicate with an output device located outside the gaming machine.

14. (Original)The gaming machine of claim 1, wherein the gaming machine is connected to an entertainment service network.

15. (Previously Amended) The gaming machine of claim 1, wherein the entertainment content can be accessed on the gaming machine without requiring a game of chance to be played prior to accessing the entertainment content

16. (Previously Amended) The gaming machine of claim 1, wherein the entertainment content is displayed on the output device while the game outcome presentation is displayed on the video display device.

17. (Original)The gaming machine of claim 1, wherein the input device is used to control a feature of the entertainment content.

18. Previously Cancelled.

19. (Currently Amended) A method of providing entertainment content on a gaming machine with a video display device coupled to a main cabinet of the gaming machine for providing game outcome presentations for one or more games, the method comprising;  
displaying a list of one or more entertainment content sources;  
receiving a selection of the entertainment content source from said list;  
outputting the entertainment content from the selected entertainment content source to at least one output device;

wherein the video display device ~~can be~~ is adapted for being split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and visually formatted entertainment content output from the selected entertainment content source in a second window of the video display device.

20. (Previously Amended) The method of claim 19, further comprising:  
prior to outputting the entertainment content, determining an indicia of credit amount for the selected entertainment content source;  
displaying a message on the display device notifying a player of the determined indicia of credit amount for the selected entertainment content source; and  
initiating the output of the selected entertainment content when the determined indicia of credit amount is available on the gaming machine.

21. (Previously Amended) The method of claim 20, wherein the determined indicia of credit amount is independent of a wager on a game play on the gaming machine.

22. (Original) The method of claim 19, further comprising  
prior to receiving the selection,  
receiving player tracking information; and  
allowing access to the entertainment content sources based upon the player tracking information.

23. (Original) The method of claim 19, further comprising:  
determining a total access time to the entertainment content source based upon player tracking information, a wager amount on a game or a indicia of credit amount deposited into the gaming machine;  
comparing an access time to the entertainment source to the total access time; and  
terminating access to the entertainment content source when the access time exceeds the total access time.

24. (Currently Amended) The method of claim 19, further comprising:  
prior to displaying the list of entertainment content sources,  
loading information ~~enabling~~ describing the entertainment content available on the entertainment content sources ~~to be displayed~~.

25. (Original) The method of claim 19, further comprising:  
displaying entertainment content on the output device while displaying the game outcome presentation on a display device.

26. (Previously Amended) The method of claim 25, wherein the output device is a first video display device and the display device is a second video display device.

27. (Original) The method of claim 19, further comprising:  
receiving a second input signal to control a feature of the entertainment content source;  
and  
controlling said feature indicated in said second input signal.

28. (Original) The gaming machine of claim 19, wherein entertainment content at least include an advertisement, news, stock quotes, electronic mail, a web page, a message service, a locator service or a hotel/casino service, a movie, a musical selection and a broadcast event.

29. (Original) The gaming machine of claim 19, wherein the game is a video slot game, a mechanical slot game, a pachinko game, a video poker game or a keno game.

Claims 30–40 Previously Cancelled.

41. (Previously added) The method of claim 19, further comprising:  
displaying a game outcome presentation for the one or more games wherein the entertainment content is provided during selected operational modes of the gaming machine.

42. (Previously added) The method of claim 19, further comprising:  
splitting the video display into a plurality of windows;  
displaying a game outcome presentation in a first window and  
displaying video-formatted entertainment content in a second window.

43. (Previously added) The method of claim 19, further comprising:  
providing one or more player predetermined conditions a player must satisfy to access entertainment content on the gaming machine; and  
upon satisfying at least one of the predetermined conditions, outputting the entertainment content to an output device;  
wherein the entertainment content can be accessed without requiring a game of chance to be played prior to accessing the entertainment content.

44. (Currently Amended) A gaming machine comprising:  
a video display device coupled to a main cabinet of the gaming machine;  
a master gaming controller that controls one or more games played on the gaming machine and presents a game outcome presentation on said video display device;  
at least one input device for selecting an entertainment content source; and  
at least one output device configured to output audio-formatted entertainment content from the selected entertainment content source,

wherein the video display device ~~can be~~ is adapted for being split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content from the selected entertainment content source in a second window of the video display device.

45. (New) The gaming machine of claim 1, wherein the first window and the second window overlap when displayed on the video display device.

46. (New) The gaming machine of claim 1, wherein the first window and the second window do not overlap when displayed on the video display device.

47. (New) The method of claim 19, wherein the first window and the second window overlap when displayed on the video display device.

48. (New) The method of claim 19, wherein the first window and the second window do not overlap when displayed on the video display device.